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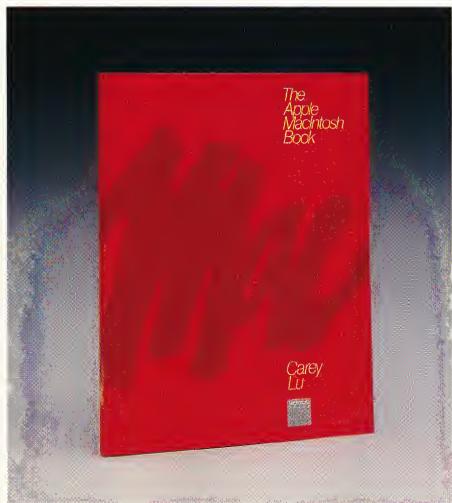
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**The Apple® Macintosh™ Book**  
*Cary Lu*



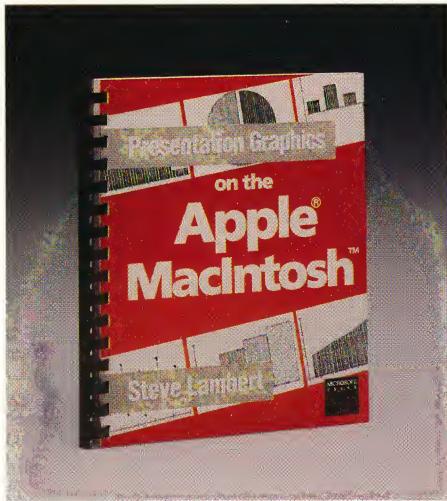
**T**his first book on the brilliant new Apple computer, the Macintosh, is for all owners of the machine and for anyone considering purchasing one. Author Cary Lu had the special opportunity to go behind the scenes, talk with the Mac's designers and programmers, and work with the machine during its creation. The result is a unique insider's view to using this remarkable new technology. Lu provides a step-by-step visual guide, with accompanying text, that displays exactly what's on the screen and allows the user to easily run the computer—complementing the friendly, visual style of the Mac itself. The user will learn how to set up and start the machine, use the mouse, make selections from on-screen menus, effectively view and manage several windows at one time, and save files—all without any fuss, even if totally unfamiliar with computers. Also included is a highly instructive overview of the phenomenal software available—MacWrite, MacPaint, Microsoft Plan, Chart and File—so that the buyer can preview the capabilities and learn to use the software before purchasing it! For the curious beginner and advanced user, Lu also discusses how the Mac and its software work, the philosophy behind the machine, the external accessories now available, and what will soon be available.

Currently executive editor of *High Technology* magazine, Cary Lu has worked as an independent film producer for *Sesame Street*, as an associate producer for *NOVA*, and as the science and technology advisor for *The Children's Television Workshop*.

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**Publication date March 1984**

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**Creating Visually Impressive Graphics  
for Corporate and Professional Use**  
*Steve Lambert*



**O**f the many remarkable things the Apple Macintosh can do, one of the most unique is its ability to produce impressive charts and graphs. Using the Apple Macintosh and Microsoft's Chart program, today's busy business professional can start to create visually exciting presentation graphics *in a matter of only minutes*. After a quick hands-on demonstration of the Chart program and an explanation of the principles of graphic design, the author instructs the user on how to produce column charts, line charts, bar charts, pie charts, high-low charts, area charts, and scatter graphs to meet the individual's business needs. A thorough and refreshing introduction to the principles of graphic design as applied to the epoch-making Apple Macintosh.

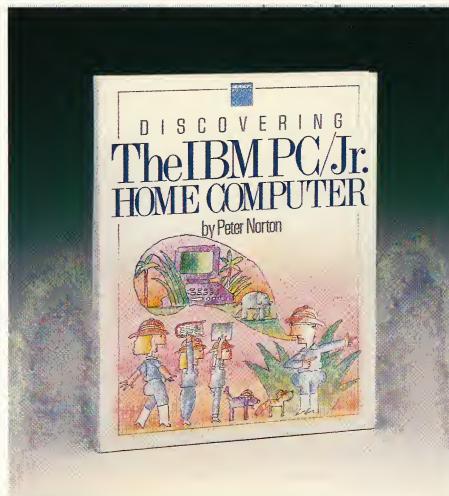
Steve Lambert, a computer enthusiast whose microcomputer knowledge is largely self-taught, approaches his writing with a keen understanding of the challenges faced by a novice user.

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*Peter Norton*



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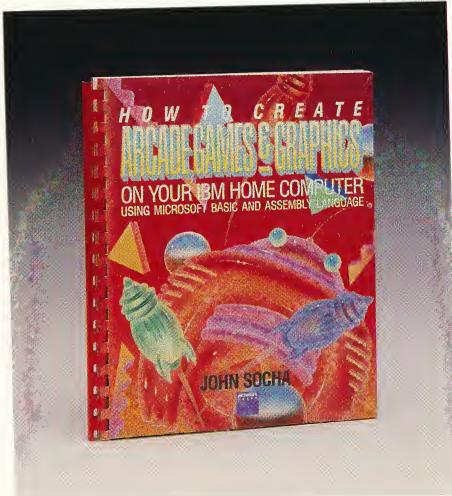
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**John Socha**



Innovative teenagers tired of emptying their pockets in the neighborhood arcade can now create their very own arcade games at home on the IBM home computer. In an instructional yet entertaining style, Socha:

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- Defines the fine intricacies and principles of animation, sound effects, and user interaction.
- Teaches you how to create explosions, move objects around the screen, and sound bells and whistles.
- Shows you how to simulate today's most popular and sophisticated arcade games.

John Socha discovered computers as a high school freshman and has been hooked ever since. He is currently a contributing editor to "Softalk" for the *IBM PC* magazine.

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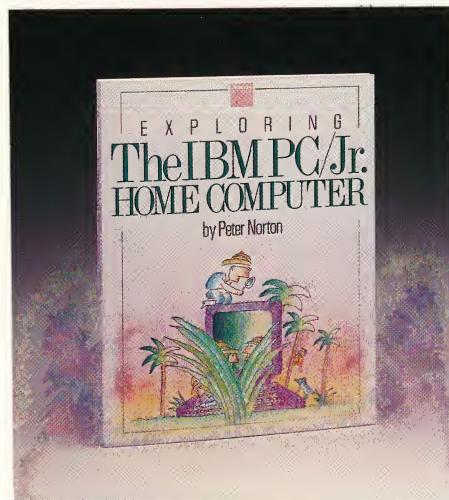
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Home Computer from the Author of  
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In addition to authoring *Inside the IBM PC*, Peter Norton writes “The Norton Chronicles,” a monthly column in *PC Magazine*, and is the creator of the widely acclaimed Norton Utilities.

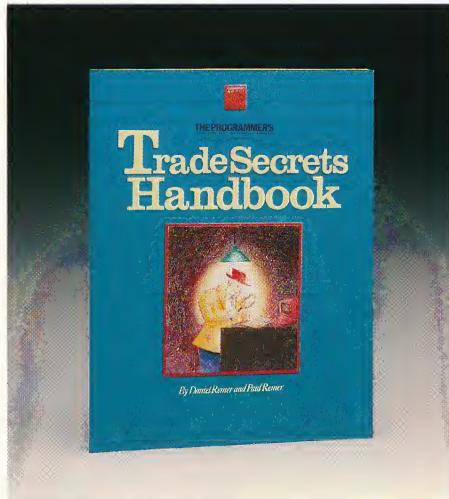
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**The Programmer's Trade Secrets  
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A Legal Workbook to Help Protect  
Your Hardware and Software Designs  
*Daniel Remer and Paul Remer*



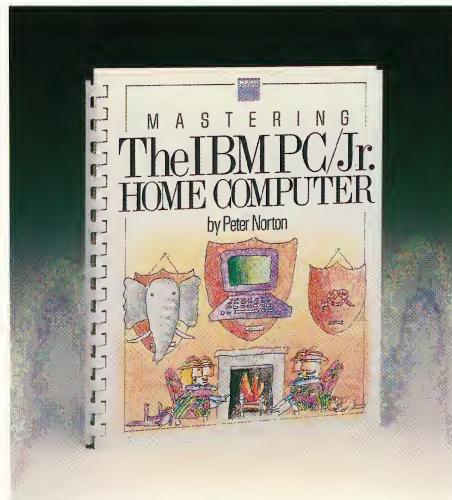
This handy and useful workbook outlines the steps computer professionals must take to ensure that their trade secrets are protected to the full extent of the law. *The Programmer's Trade Secrets Handbook* explains how to implement a personalized trade secret protection program. Addressing a variety of standard legal problems, the authors provide both companies and individuals with the necessary tools to protect their hardware and software innovations. A vital reference work for attorneys, programmers, publishers, and consultants working in the fast-paced environment of high-tech development.

Daniel Remer and Paul Remer are practicing attorneys in California's Silicon Valley, specializing in the rapidly changing and ever-more complex field of computer law. In addition to authoring *Legal Care for Your Software*, Daniel Remer has written extensively on software law for the major computing journals.

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**Publication date June 1984**

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**Peter Norton**



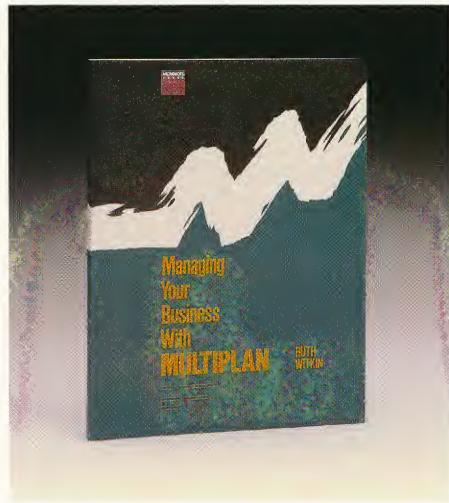
**P**eter Norton, author of the best-selling *Inside the IBM PC*, brings you this comprehensive guide offering both the beginner and advanced user indispensable techniques for clean and effective programming on this year's hottest home computer. Providing detailed reference material, this book includes tips and techniques for programming in BASIC, Pascal, C and assembly language. In addition, it guides programmers in using the built-in ROM services, MS™-DOS operating system, and all the other unique features of this extraordinary new machine. Well-organized appendices offer easy access to important technical information.

Peter Norton writes "The Norton Chronicles," a monthly column in *PC Magazine*, and is the creator of the widely acclaimed Norton Utilities.

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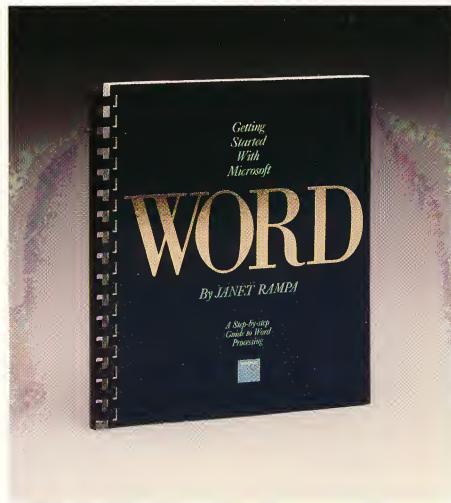
Without a doubt, this book will be an important addition to every small business library.

Ruth Witkin's professional experience spans 25 years in the business world—as a technical writer, a consultant on electronic worksheet applications for small businesses, and as a partner in an advertising agency.

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**Publication date May 1984**

Getting Started with  
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A Step-by-Step Guide to  
Word Processing  
*Janet Rampa*



**A**nnouncing the first complete, clearly written guide to using today's most powerful word processing program—Microsoft WORD. Whether you only want to learn how to use your computer to produce an occasional letter or memo, or whether you need the full benefits of state-of-the-art word processing technology, *Getting Started with Microsoft WORD* is written for you. Through the use of step-by-step instructions and numerous screen displays, Rampa guides you through the basic editing techniques of this easy-to-master word processing program. By the end of the book you will be proficient at:

- Automatic formatting
- Using the cursor and the Microsoft Mouse
- Cutting and pasting
- Split-screen editing (using up to 8 windows of text simultaneously)
- Designing pages
- Choosing typefaces
- Printing and managing your files.

Janet Rampa is presently a data and word processing management instructor. She has been previously involved in book production and publishing, and has edited the best-selling *Introduction to Word Processing* and *Introduction to WordStar®*.

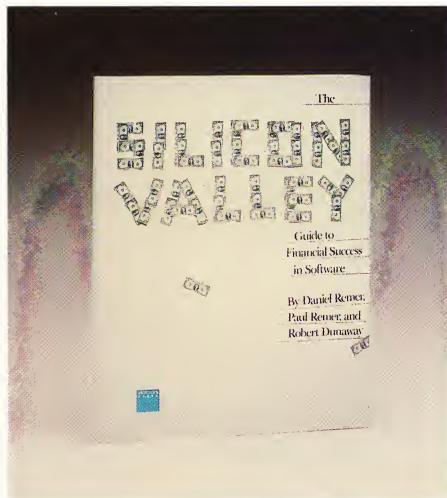
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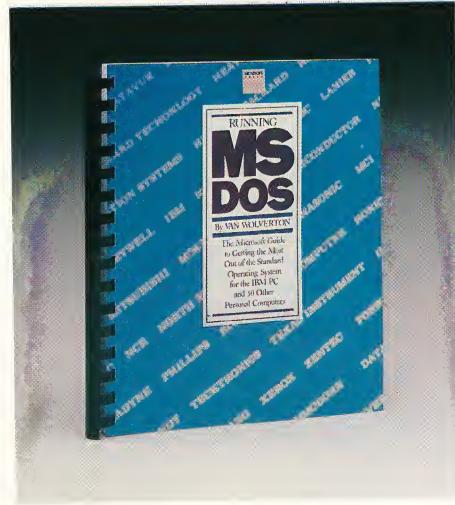
Daniel Remer, Paul Remer and Robert Dunaway are practicing attorneys in California's Silicon Valley, specializing in the rapidly changing and ever-more complex field of computer law. In addition to authoring *Legal Care for Your Software*, Daniel Remer has written extensively on software law for the major software journals.

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Publication date June 1984

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The Microsoft Guide to Getting the Most  
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for the IBM® PC and 50 Other Personal  
Computers

*Van Wolverton*



**T**his authoritative guide to the most popular operating system in the world of 16-bit computers puts the power of MS-DOS and the IBM Personal Computer at the user's fingertips. Written for all IBM PC and PC-compatible computer users, *Running MS-DOS* tells how to quickly and efficiently create, manage and edit files, manage diskettes, run programs, and troubleshoot common problems. Also included is a quick and easy reference summary of all MS-DOS commands.

Van Wolverton worked closely with the programmers and documentation specialists at Microsoft to gain a unique insight into the inner workings of this powerful, standard-setting operating system. In addition, Wolverton has twelve years experience in the microcomputer industry, serving Intel and IBM as a software documentation specialist.

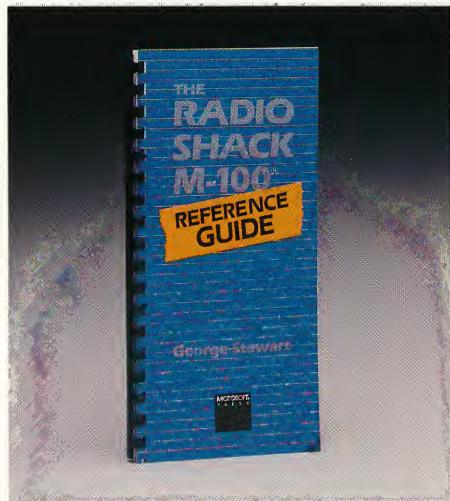
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Your Hand-Held Computer  
*George Stewart*



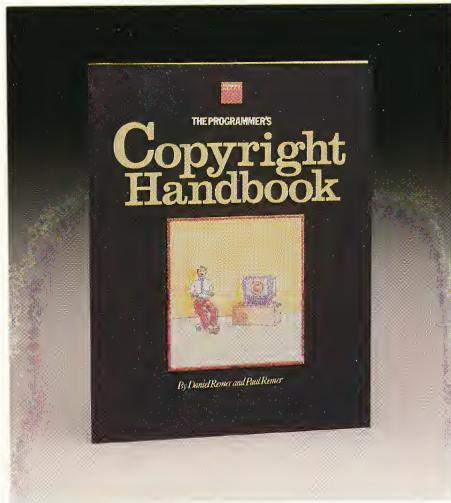
**U**nleash the power of your M-100 and make it work for you! This impressive collection of practical programs and important information helps you realize the powerful dimensions of the exciting, standard-setting, hand-held M-100 computer. In addition to detailing the many conventional capabilities offered by this unique machine, *The Radio Shack M-100® Reference Guide* gives lessons on using Microsoft BASIC, the machine's built-in word processor, the auto-dialer and modem for telecommunications, the exciting graphics capabilities, and a wealth of other useful resources. This handy tutorial is for executives on the move, salespeople, journalists, or anyone who needs the power of computing wherever they go.

The author, George Stewart, was the first technical writer assigned to Radio Shack's popular TRS-80®. A former technical editor for *Byte* magazine, Stewart is currently contributing editor to *Popular Computing* magazine, where he writes the monthly column "The Program Factory."

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*Daniel Remer and Paul Remer*



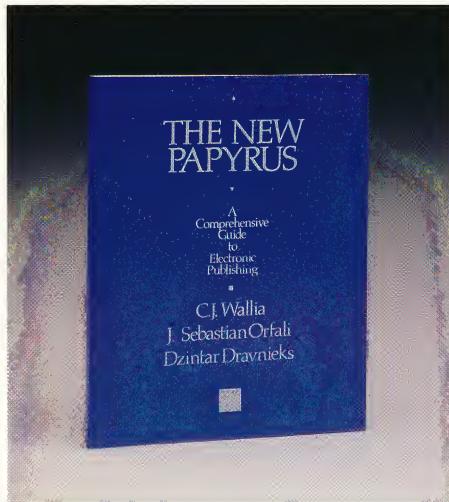
**T**his practical handbook provides quick and easy access to all the legal tenets related to protecting today's software designer from damaging copyright infringements. Featuring a brief, revealing history of copyright law as it relates to the software industry, this workbook provides detailed and easy-to-follow instructions for establishing, filing, and maintaining a software copyright. It also provides useful time-and cost-saving forms needed to complete any legal transaction. *The Programmer's Copyright Handbook* will be an indispensable tool for all software designers who want to understand and protect their legal rights.

Daniel Remer and Paul Remer are practicing attorneys in California's Silicon Valley, specializing in the rapidly changing and ever-more complex field of computer law. In addition to authoring *Legal Care for Your Software*, Daniel Remer has written extensively on software law for the major computer journals.

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**The New Papyrus**  
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*C.J. Wallia, J. Sebastian Orfali, and*  
*Dzintar E. Dravnieks*



The definitive work on computer-related publishing, *The New Papyrus* is an invaluable anthology of 21 articles contributed by the top professionals in the publishing and computer fields. A comprehensive survey of the latest-breaking communications technologies, this book chronicles and illustrates the most revolutionary advancements in publishing since Gutenberg. This essential reference for publishers, editors, journalists, graphic designers, and corporate communication specialists discusses state-of-the-art developments in the following areas:

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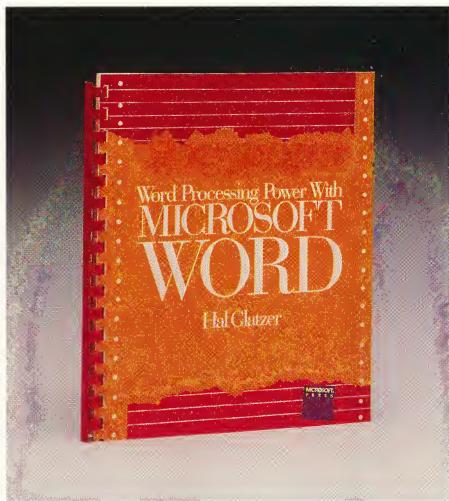
Former psychologist and prominent author and lecturer, C.J. Wallia is a noted visionary in the field of electronic publishing. He is the founder and current president of The California Publishing Institute, the nation's first and only graduate school of publishing. J. Sebastian Orfali is the founder of And/Or Press and the creative force behind Network, Inc., the collective of small west coast publishers. Dzintar E. Dravnieks is a former science editor and project director for And/Or Press.

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Hal Glatzer



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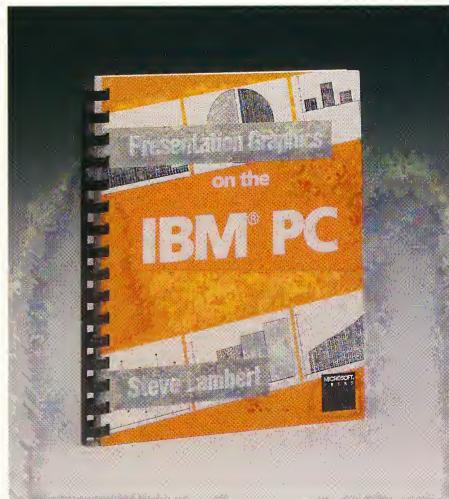
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**T**his fascinating book shows today's busy business professional how to use Microsoft Chart to create and produce visually exciting presentation graphs *in a matter of only minutes*. Starting with a hands-on demonstration of the versatile Microsoft Chart program, and an explanation of the principles of graphic design, the author takes you through the steps necessary to produce whatever charts and graphs will meet your individual business needs. Column charts, line and bar graphs, pie charts, high-low charts, area charts, and scatter graphs are all included in this thorough and refreshing introduction to the art of producing impressive presentation graphics on the popular IBM PC.

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